

Abstract

An educational game with a hide and seek game software, and a message
5 entry and display method. The hide and seek game software has a hide character,
a seek character, a setup function, a hide function, and a seek function. The
functions display a central area where the hide and seek action takes place and a
surrounding area. The surrounding area is used for the placement of game
selection/control actions and as a space for messages. The message space is used
10 for messages that may be commercial, school and community events, cultivating
good habit messages, and personal messages from friends and relatives. In the
central area there is a landscape with features that is used for hiding by the hide
character. The landscape is a visual representation of the features of a variety of
real and imaginary landscapes. The message entry and display method allows
15 entry of messages and display of those message to the game players based on
age, gender and geographic location.